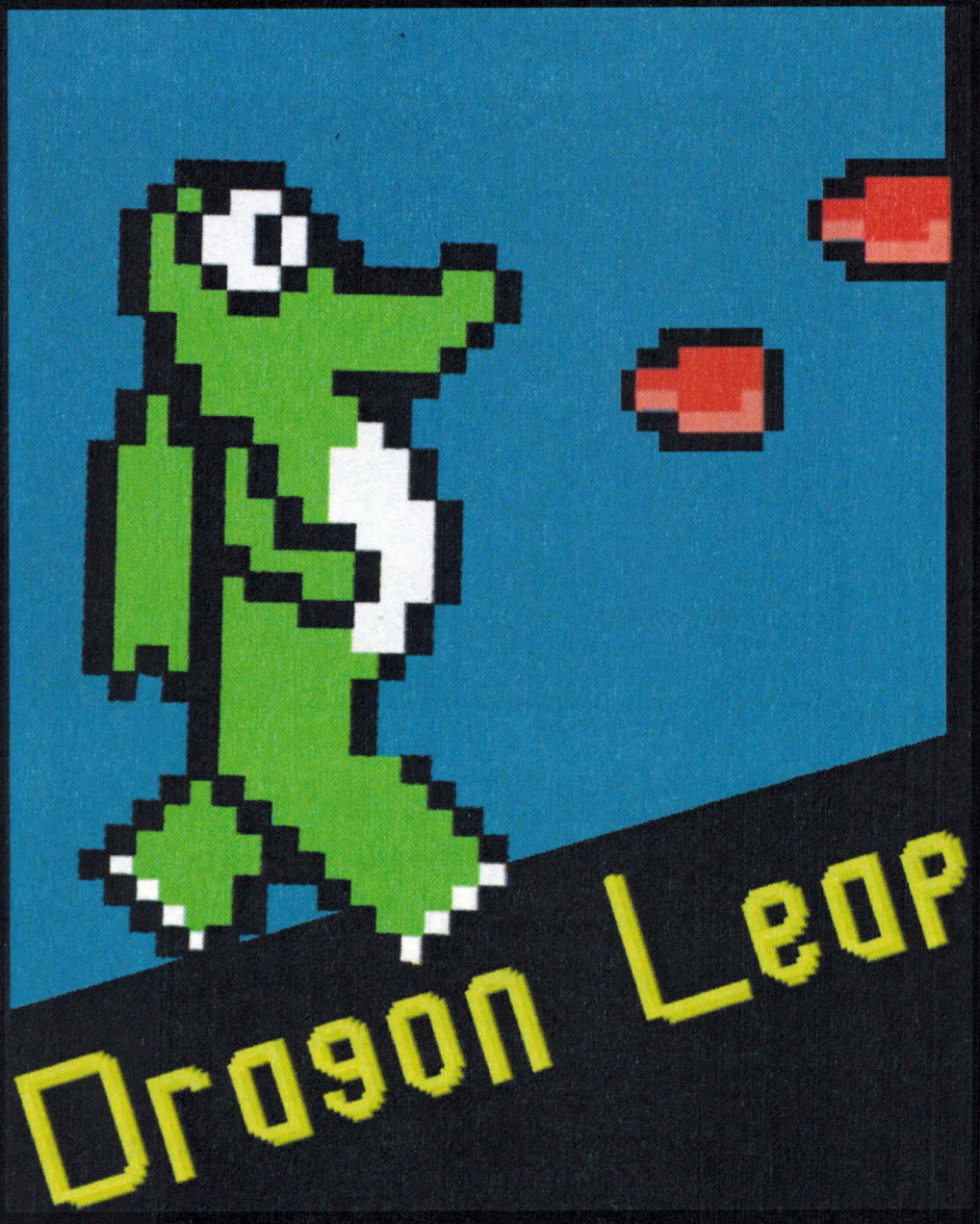
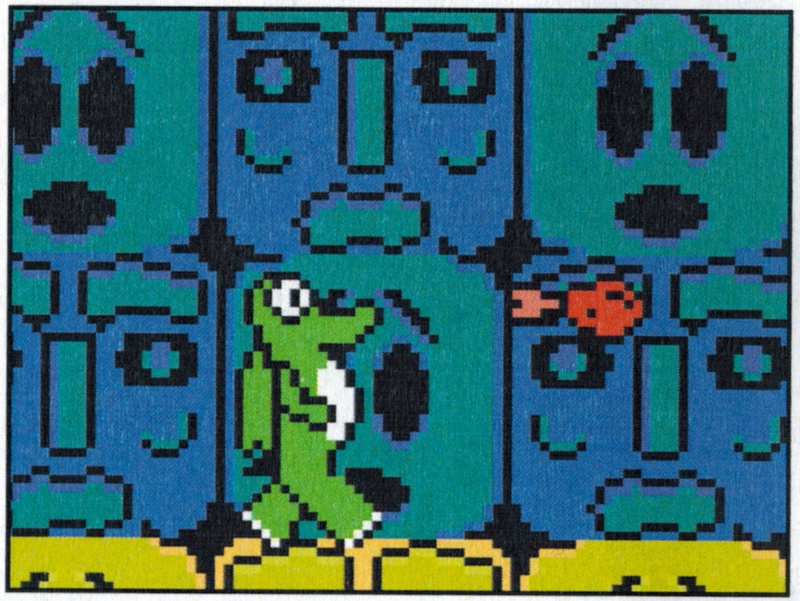
Boxoft Image To PDF Demo. Purchase from www.Boxoft.com to remove the watermark



Story



After a nice dinner of succulent cattle and one very angry farmer, the little green dragon decided to take a walk while his food settled. So the dragon decided to take a walk though the red mountains. Then the rock crumbled beneath the dragon's feet as it fell into a strange cave with faces carved into all the walls. Can the little green dragon find it's way out of 464 rooms spread across 8 strange mazes?

Controls

Title Screen

- Press UP or DOWN to select between "START" and "SOUND TEST".
- Press the START button when "START" is selected to begin the game.
- Press RIGHT or LEFT to change the music when "SOUND TEST" is selected.

Game

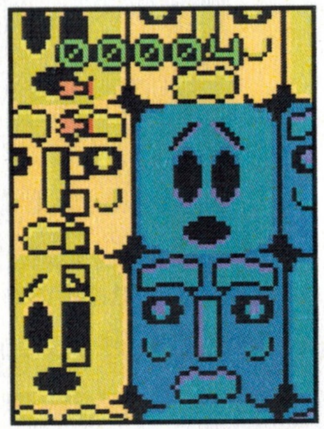
- Press RIGHT to move right.
- Press LEFT to move LEFT.
- Press A to breath fire. Fire breath destroys foes.
- Hold down on B to jump. How long you hold down on the B button determines how high you jump, up to the maximum jump height.
- Press START to pause the game. The sound will stop. Press
- START again to un-pause the game. The sound will start again.

Controls

Level Display Screen

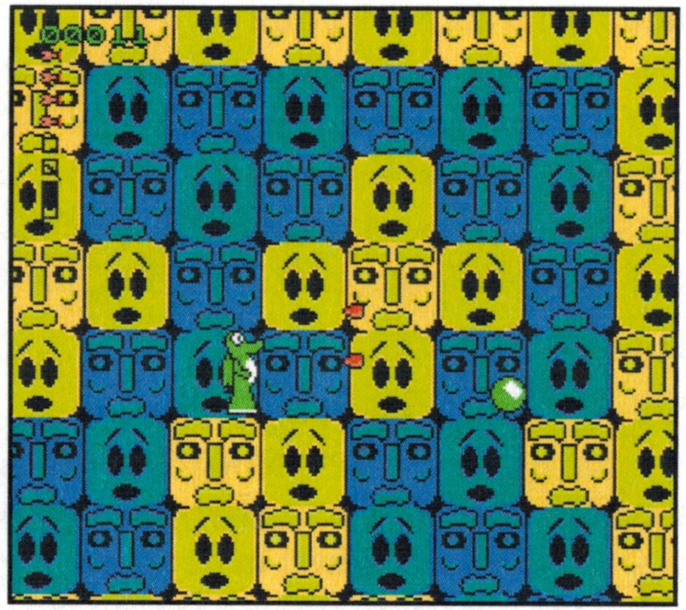
•When the screen says "MAZE X" and "READY" press the A or B button to start the level.

Meat-o-meter



•When you burn a foe with your fire breath, a piece of meat may be left behind. Run into the meat to eat it. The meat is added to your meat-o-meter. The maximum is 8 pieces of meat. As the meat-o-meter grows, your fire breath improves! When you get hit, you slump over, lose one piece of meat and are unable to move for a moment. When your meat-o-meter is empty the game is over and you must start again from the beginning.

Goal

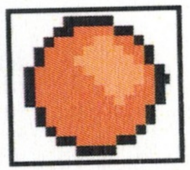


The goal is to find the exit to all the mazes. The mazes consist of 464 rooms spread across 8 levels. Each level has an exit. You must defeat the boss, a large foe with two faces, to exit the level. However, you must find the boss before you can fight it!

When you exit the 8th maze, the little green dragon finds a way to the outside and the game ends. You must reset or power off then power on the system to restart the game.

Monsters

•Gelatinous Guardian – 1 point



These slow moving pieces of toxic goo guard the hallways of the ruins be bouncing off the walls. They have many colors, and may travel in packs. Their attack patterns can differ greatly depending on the position of the walls in the maze. Burning these foes may reveal a piece of meat.

•Triangular Blades – 1 point

These rigid sharp objects bounce around the later mazes at very high speeds. They also come in a variety of colors and travel in packs. Burning these foes destroys their hard outer shell, and may also reveal a piece of meat.

•Janus, the Two-Faced Guardian – 10 points

Janus moves at high speed, trying to crush any that trespass through the sacred ruins. It can only be defeated by breathing fire into its eye. It changes color as it is hit. It may also take several hits to defeat it. Defeating a two faced guardian causes the faces to split apart, and the dragon may exit the maze. The next maze starts.

Credits

Music: Joey Mariano
Program: VAC

Special Thanks (only first names are used to protect the innocent): Joey (thank you thank you thank you for the music, it really makes Dragon Leap feel like an NES game from back in the day), Matt, Anne, Paul, Heather, Christie-Anne, everyone at TooManyGames and everyone who took a chance and bought a very rough little green homebrew cart called Dragon Feet at TooManyGames 2012. Also thanks to my wife Lisa and my dog Gidget who has learned to pull the socks of my feet and play with them in the corner.

For use with the Nintendo Entertainment System

Copyright VAC-2012

Music by joey cache